

# PATENT ABSTRACTS OF JAPAN

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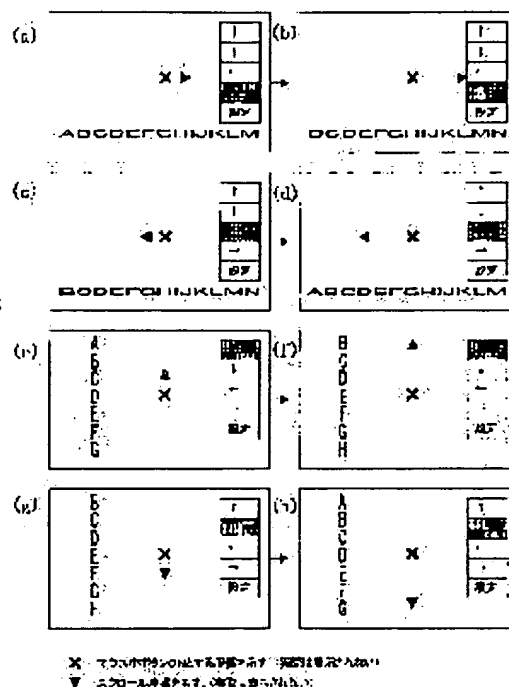
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## (54) METHOD FOR SCROLLING SCREEN

(57)Abstract:

**PROBLEM TO BE SOLVED:** To provide a screen scrolling method capable of easily using a screen display related function including a screen scroll of a standard OS such as Windows(R) and also improving the operability of a screen scroll operation.

**SOLUTION:** In the screen scrolling method for scrolling and displaying the screen of a display device provided with a coordinates input function capable of inputting the coordinates of a position indicated by indicating a desired position on the screen, a second scroll indicator is displayed at a prescribed position on the screen of the display device separately from a first scroll indication for screen scroll processing attached to an OS, the date matched with a pointing device interface specification equipped already with the OS on the basis of coordinates date detected by the display device, and the generated date is used, thereby scrolling and displaying the screen.



## LEGAL STATUS

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1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. \*\*\*\* shows the word which can not be translated.
3. In the drawings, any words are not translated.

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 CLAIMS
 

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## [Claim(s)]

[Claim 1] In the screen-rolling approach of indicating the screen of the display with a coordinate input function which can input the coordinate of the location directed by directing a desired location on a screen by scrolling Apart from the 1st scrolling display child for the screen-rolling processing added to the operating system When the 2nd scrolling display child is displayed on the position of the screen of a display with a coordinate input function and scrolling actuation is given to said 2nd display child, The data which agree based on the coordinate data detected with said indicating equipment with a coordinate input function in the pointing device interface specification with which said operating system is already equipped are generated. The screen-rolling approach characterized by indicating the screen by scrolling using the generated data.

[Claim 2] The screen-rolling approach characterized by an operating system being Windows (trademark) (Windows) in the screen-rolling approach according to claim 1.

[Claim 3] The screen-rolling approach characterized by including the status data in which the touch condition of the carbon button in a mouse is shown as data which a pointing device is a mouse and agree in pointing device interface specification in the screen-rolling approach according to claim 2.

[Claim 4] The screen-rolling approach characterized by setting up the coordinate of middle of the screen as a cursor coordinate at the time of screen-rolling initiation, and passing the cursor coordinate to an operating system in claim 1, claim 2, or the scrolling approach according to claim 3.

[Claim 5] The screen-rolling approach which will be characterized by displaying a scrolling field touch message if the screen data before a touch are compared with the screen data after a touch about a specific pixel and the screen data of 2 sets of specific pixels are the same value in the scrolling approach according to claim 4 after the scroll button which is one of said the 2nd display child is in a touch condition.

[Claim 6] The screen-rolling approach characterized by a specific pixel being a pixel on the diagonal line of a screen in the screen-rolling approach according to claim 5.

[Claim 7] The screen-rolling approach characterized by passing an operating system by making into a cursor coordinate the coordinate of the location where it was touched in the screen-rolling approach according to claim 5 when a touch of a scrolling field is performed according to a scrolling field touch message.

[Claim 8] The screen-rolling approach characterized by making it the configuration to which move the scroll bar which is the 1st display child, and screen rolling is made to carry out when the scroll button which a pointing device is a mouse and is the 2nd display child changes into a touch condition in the screen-rolling approach according to claim 2.

[Claim 9] The screen-rolling approach which acquires the coordinate of the scroll bar which is the 1st display child at the time of screen-rolling initiation, and is characterized by generating the cursor coordinate at the time of screen rolling from the acquired coordinate in the screen-rolling approach according to claim 8 at it.

[Claim 10] The screen-rolling approach characterized by a scroll rate increasing in the screen-rolling

approach according to claim 1 to 9 when continuing touching the scroll button which is one of said the 2nd display child beyond predetermined time.

[Claim 11] The screen-rolling approach characterized by registering the increment timing in a rate of a scroll rate in the screen-rolling approach according to claim 10.

[Claim 12] The screen-rolling approach characterized by registering a scroll rate in the screen-rolling approach according to claim 1 to 11.

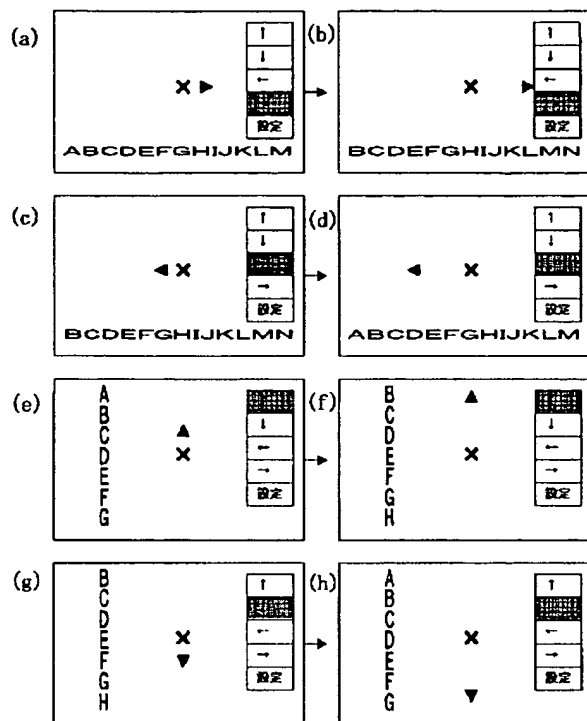
[Claim 13] The screen-rolling approach characterized by changing the 2nd display child's foreground color with other parts, and displaying it in the screen-rolling approach according to claim 1 to 12.

[Claim 14] The storage characterized by memorizing the program programmed according to the screen-rolling approach according to claim 1 to 12 in the storage which memorized the program.

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[Translation done.]

## Drawing selection Representative drawing



✕ マウス中ボタンONとする状態を示す。(実際は表示されない)  
 ▼ スクロール状態を示す。(実際は表示されない)

[Translation done.]